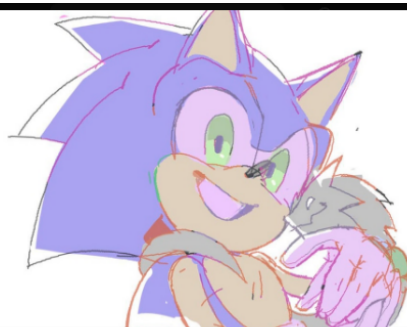


Sonic Omens Patch note Version: 3.0.1



Art by анрббрк

Welcome! This document was created to inform our players about the ongoing changes in the game. Since the project is finished, we made the last edits, before leaving it in peace, on its gamejolt page. We have carefully studied the information that our community showed us and here is a list of changes that we have made.

BEFORE PLAYING A NEW UPDATE, WE RECOMMEND TO DELETE PAST SAVES.

This will help to avoid mistakes with collecting Red Rings and other problems.

Path to delete: C:\Users**USERNAME**\AppData\Local\Sonic_Omens

MAJOR FIXES:

1. Camera fixes in cutscenes.
2. Red Rings collecting fixed.
3. Extras achievements quantity fixed.
4. Tutorial launch fixed. Now it can be correctly switched on/off during the gameplay. Bug when the first pages are automatically skipped is also fixed. Also now its buttons are translated to all supported languages.
5. Single/multiplayer rank screen fixed.
6. "Micro-Sonic" fixed.
7. Resetting rings after taking damage has been adjusted.
8. Rings physics was corrected. The rings dropped out of the player upon receiving the damage no longer fly away from the stomp.
9. On all bosses, the player has one ring from the level start.
10. Boost effects with chaos control activated are now the same duration as without chaos control.
11. Boost/pause impulse abuse fixed.
12. The camera is by default locked on bosses when playing with a gamepad. (You can also detach it, check the controls)

13. Coyote time to jump when you fall off the platforms was added, which means double jump works correctly now.
14. When playing as Sonic and Shadow, the ring counter starts flashing at 0 and at 10 for Super Sonic.
15. Optimization of the second cutscene in the third episode.
16. The post credits scene now will be shown only if the game finished.
17. The credits close themselves at the end and redirect the player to the menu.
18. Removed the input lag when taking damage during the activation of chaos control.
19. Homing/light speed dash lags are fixed.
20. The energy trail of meta-drones now takes away only 50% of the full boost scale instead of 100%.

21. Global character collision optimization.
22. Decals are no longer superimposed on rings, both those on the map and those that fell out of the character.
23. Now the enemies dying from the blast of the Shadow replenish the player's points.
24. Resetting the cooldown of missiles and overheating of the machine gun at the tornado after death.
25. Now while playing with the controller, the aim will auto-magnetize to switches in a small radius.
26. Additional checks of the states of the characters when crossing the goal ring (bug fix on the waterfall chase)
27. Overall localisation improvements.
28. If no movement button is pressed, the boost button will give the character one impulse and will be interrupted. Hold movement buttons to make the boost continuous.
29. Planes with visual effects ahead of the camera now can't be seen on other player screens in multiplayer.
30. GUN Hawks and Meta Hawks - now, when playing on a tornado, laser attacks of these enemies are much easier to evade using dodge ability.

31. Bug when character spawn 2 voice lines at once is fixed.
32. Respawn button now respawn both players in multiplayer mode.
33. Homing attack and damage received from other players in multiplayer mode was redone.
34. Multiplayer final screen improved.

Wellspring

1. The system of sublevels has been redesigned.
2. Addition to level optimization.

Dragoon E-zero

1. New important tutorial.
2. The impulse that pushes you away from the boss core after a homing attack now works correctly.
3. Boss waits for the end of the homing attack before closing the window if the homing attack has been launched.

Zone 99

1. Zone 99 Red Ring fixed.
2. Interactable objects improvements.
3. The wall run section now turned into a quickstep section, the position of obstacles was adjusted to the width of the quickstep. Left/right almost doesn't affect character movement.
4. For the right path, rails start points are now more noticeable.

Wild Ridge

1. The hint about quickstep has been removed.
2. Third red ring is now more noticeable.
3. Additional hint about plasma gate on the enemy arena.

Escaping the Gnarl

1. Tornado is made immune to damage after killing Gnarl. Fixed the bug when both character and boss kills each other, and the player respawn in the middle of the cutscene.

Tree Palace

1. Blue spring replaced with a regular spring.
2. Redesigned section with a short run on the wall, redesigned cameras for jogging on the wall.
3. General collision improvements.
4. Additional camera automation in several segments for the more clear experience.

Waterfall Chase

1. The level intro has been redone, now you see the waterfall itself behind the character before gameplay starts. Also additional hints were added.
2. Respawn in stone at the first checkpoint is fixed.
3. The left path has been improved for a more comfortable view of the camera while playing with the gamepad.

G.U.N. Arsenal

1. Most of the floor platform collisions improved.
2. Adjusted the system of loading sublevels.
3. In sections with horizontal lasers, the laser positions setted a little lower so that it was obvious that you could not pass under them without a slide, as well as decals appeared under them for easier navigation in space.

Moldy Jungle

1. Blue Vines homing problem fixed.
2. Turquoise Vines - added countdown for homing attack. Now it's much easier to homing when there are several such vines in a row.

3. The camera after the rail at the beginning automatically turns in the right direction.
4. The camera on the rails at the end automatically turns in the right direction.
5. Blue vine after the switch with 3 columns, unavailable until the switch is activated (hangs higher, falls on activation).
6. The last switch and the entire platform with the statue is now put slightly lower, which makes the switch a little more noticeable. The checkpoint in this segment will spawn the player in the right direction - if the switch is not activated, the spawn occurs with the face on the switch, if the switch is activated, the spawn occurs with the face towards the columns.
7. Problems with enemy spawn at the arena were fixed.
8. The checkpoint outside the door after the arena is slightly more noticeable due to lighting.
9. The number of rings in circles on the platforms at the first switch has been reduced, now light speed dash is not available on them, which will not provoke the player's ejection from the platform into the water.
10. Environment improvements in cave toxic areas, springs there now much more noticeable.

Vortex

1. Chaos blast on Vortex finally deals more damage.
2. Collision improvements of the second phase arena.
3. Contact with the boss throws the player to the edge of the arena.
4. Adjusted homing attack.

United Railroads

1. General collision improvements.
2. Finish cutscenes now work correctly with wide screens and other non-standard aspect ratios.
3. Correction of the drawing distance for the landscape after the enemy arena.
4. Obstacles on the floor of the wallrun sections have become more noticeable.
5. The introduction to the destructible door on the train has been redone and made more clear.
6. Removed the sound of the wind on the rank.
7. Adjusted the ability to use chaos control in some sections.
8. Firewalls are now more noticeable.
9. Overall multiplayer fixes.
10. Now falling platforms automatically respawn in a short cooldown for multiplayer.

Metal Ember

1. Metal Ember level collision fixed.
2. Fire placed on the ground after Ember's rocket attack now has a smaller radius, also now it's much easier to jump over it.
3. Rings positions improved, now light speed dash works correctly.
4. Boss waits for the end of the homing attack before closing the window if the homing attack has been launched.
5. Enemies now can be destroyed by Ember's attacks.

Maria

1. G.U.N drones have been removed.

2. The number of mines has been reduced.
3. Boss(Maria) model and textures improvements.
4. Golden drones now appear and disappear with a more noticeable effect and sound.

The Citadel of Lotus

1. On vertical sections, the jump is not available anymore.
2. In the cinematic sections of the citadel, quickstep works from the direction of the camera.
3. Broken cinematic camera fixes.
4. Now meta-drones at the walls automatically respawn in a short cooldown for multiplayer.
5. Meta-hawk (flying enemy with a laser) now correctly stops his attack when the player is damaged or dead.
6. General collision improvements.
7. Slightly optimisation improvements.

Exiled

1. Homing attack on boss core fixed.
2. Overall level optimization.
3. Improvements to the locked camera on the Exiled (when the player is close to him, it automatically rises higher to make it easier to attack the boss).
4. All bosses attacks now takeaway only 70% of the boost scale (previously it was 100%).
5. The super form activation button is now labeled in the initial tutorial.
6. The speed of laser beam attack at first phase was nerfed, hitbox size also reduced.
7. 3-Projectile attack at first phase now has a small warning sound.
8. At phase two, red tails are now highlighted when the boss casts its attack on the area.

And a lot of other texture, collision, camera and sound changes throughout the whole game.

So far, these are all changes which we technically can do.
We will carefully study the reaction of the community and keep
a lookout on new problems. If they are critical, we will take action.
Have a good game!

Download Sonic Omens: <https://gamejolt.com/games/SonicOmens/469351>
Discord server: <https://discord.gg/UkgGfGhg>

*We hope that all the changes we have made work correctly.
If they not, write to our discord in #so-bug-report chat.*